

TOWNSFOLK



Steward

You start knowing 1 good player.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



Soldier

You are safe from the Demon.



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Sweetheart

When you die, 1 player is drunk from now on.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Zealot

If 5 or more players are alive, you must vote for every nomination.

MINIONS



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Lleech

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

DEMONS

*Not the first night

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	Demon Info	If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
	King	Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.
	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
	Lleech	The Lleech picks a player. Mark them with the POISONED token. ☹
	Xaan	Add the NIGHT reminder token that matches the current night. ☹ On the night that equals the number of Outsiders in play when the game began: Add the X reminder to the Grimoire. ☹ Remove it the following dusk.
	Witch	The Witch chooses a player. ☹
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Empath	Give a finger signal.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Steward	Point to the player marked KNOW . ☹
	Noble	Point to all three players marked KNOW .
	Spy	Show the Grimoire to the Spy for as long as they need.
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Dawn	Wait a few seconds. Call for eyes open.

**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.

**Amnesiac**

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☺
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.

**Monk**

The Monk chooses a player. ☺

**Witch**

The Witch chooses a player. ☺

**Imp**

The Imp chooses a player. ☺ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☺
If the role is out of play, the Storyteller chooses any number of players that die. ☺

**Lleech**

The Lleech chooses a player. Mark them with the **DEAD** token. ☺

**Kazali**

The Kazali chooses a player. ☺

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☺
Publicly announce that the Banshee died.

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Empath**

Give a finger signal.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**King**

If the number of dead players is equal to or exceeds the number of alive players:
Wake the King. Show one alive character token. Put the King to sleep.

**Spy**

Show the Grimoire to the Spy for as long as they need.

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**Dawn**

Wait a few seconds. Call for eyes open & immediately say who died.